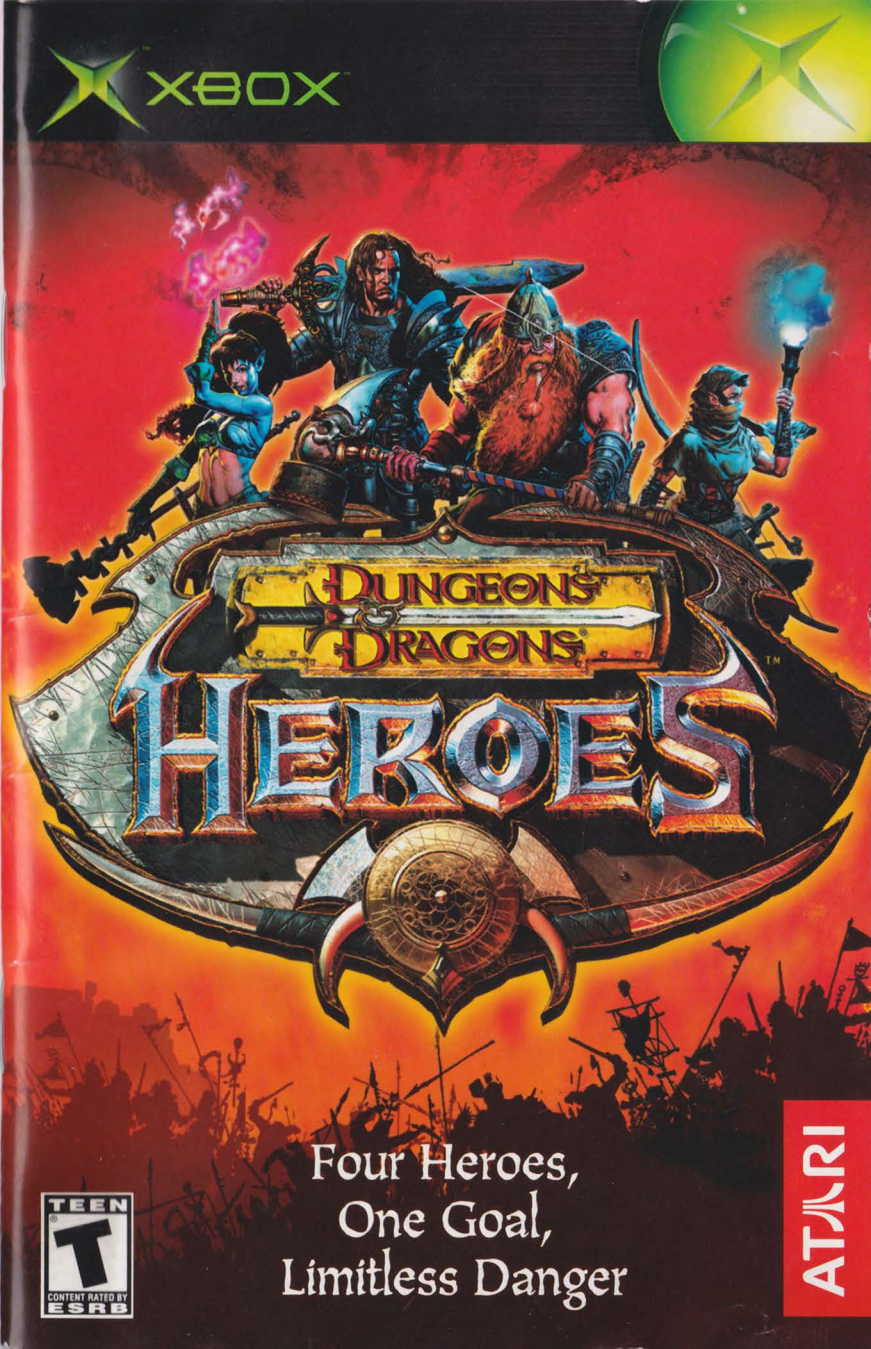
XBOX
DUNGEONS & DRAGONS
HEROES
Four Heroes,
One Goal,
Limitless Danger
TEEN
T
CONTENT RATED BY
ESRB
ATARI

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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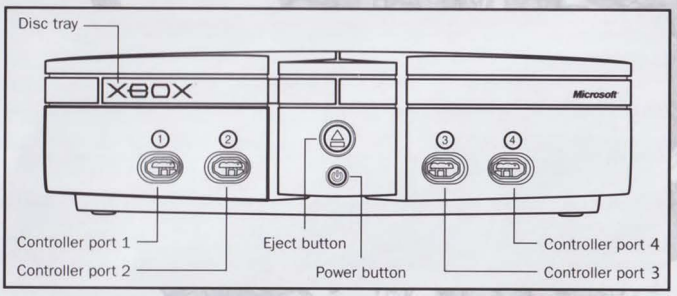
GETTING STARTED

Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *DUNGEONS & DRAGONS® Heroes™* game disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing the *DUNGEONS & DRAGONS® Heroes™* game.



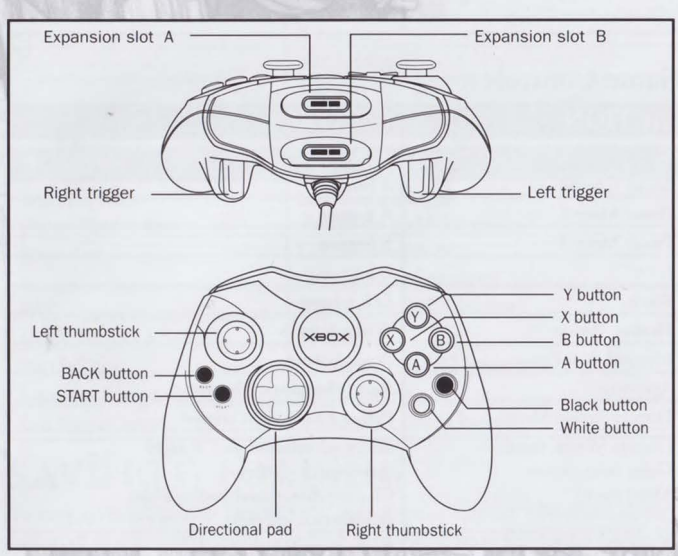
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *DUNGEONS & DRAGONS® Heroes™*.



CONTROLS

Menu Controls

ACTION	CONTROL
Change Menu Selection	**Left thumbstick** or **directional pad**
Confirm Menu Selection	**A button** or **START button**
Previous Menu/Exit	**B button** or **BACK button**
Exit Game Options Menu (Save Changes)	**START button**
Exit Game Options Menu (Do Not Save Changes)	**B button** or **BACK button**

Game Controls

ACTION	CONTROL
Movement	**Left thumbstick**
Melee Combo	**A button**
Power Move 1	**X button**
Power Move 2	**Y button**
Item	**B button**
Block	**Left trigger**
Healing Potion	**White button**
Mystical Will Potion	**Black button**
Automap	**Right thumbstick button**
Display Action Menu	Pull and hold **right trigger**
Change Moves, Items, or Gems (with Action Menu open)	Select: **directional pad** or **right thumbstick** up/down Change: **directional pad** or **right thumbstick** left/right
Rotate/Zoom Camera	**Right thumbstick**
Display Hero Review screen	**BACK button**
Pause/Game Options Menu	**START button**

Hero Review Screen Controls

ACTION	CONTROL
Select Menu (Equip/ Items/Level Up/Stats/ Quests/Quests Items)	**Left thumbstick** or **directional pad** left/right
Scroll/Select	**Left thumbstick** or **directional pad** up/down
Use/Equip/Select	**A button** or **START button**
Back	**B button** or **BACK button**
Drop item	**Y button**
Give item	**X button**
Exit Hero Review screen	**BACK button**

Shoppe Screen Controls

ACTION	CONTROL
Select Buy Menu (Armor/Weapon/Item)	**Left thumbstick** or **directional pad** left/right
Select item	**Left thumbstick** or **directional pad** up/down
Back	**B button** or **BACK button**
Toggle Buy/Sell screen	**Y button**
Buy/Sell item	**A button** or **START button**
Join queue (Cooperative mode)	**BACK button**
Exit Shoppe screen	**B button** or **BACK button**

SAVING & LOADING

To save a *DUNGEONS & DRAGONS® Heroes™* game to your Xbox hard disk, locate an in-game save point, or select Save Game from the Game Options menu. Highlight a game slot and press the **A button** to select. Press the **A button** again to save (see page 14, "Save Game Menu").

To load an existing game, select Load Game from the Main Menu or the Game Options Menu. Highlight a saved game slot and press the **A button** to select. Highlight the desired Hero and press the **A button** to load that Hero (see page 13, "Load Screen").

WELCOME TO DUNGEONS & DRAGONS® HEROES™

PROLOGUE

The *DUNGEONS & DRAGONS®* Player's Handbook, *DUNGEON MASTER'S* Guide, and Monster Manual are the ultimate guides to *DUNGEONS & DRAGONS®* and the *DUNGEONS & DRAGONS® Heroes™* experience. Using these books and your imagination, you and your friends can continue your heroic adventures beyond Castle Baele. All of these titles are published by Wizards of the Coast, Inc., and are available at book and game stores everywhere. Learn more at www.wizards.com/dnd.

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The Story So Far

One hundred and fifty years ago, a new and growing darkness descended upon the peaceful land of Baele. The wizard Kaedin had opened four portals, each leading to a different plane of existence, and harnessed the power of the planes to create four different Gems, each as strong as the plane that bore it. He then created a fifth Gem to channel the power of the wind itself and entrusted it to a fearsome beholder who protects it to this day.

With these Gems, he became more powerful – and more malevolent – than any wizard ever known. Town after town fell in his wake, and the future was uncertain at best. Fearing its demise, the Kingdom of Baele called for its best and brightest, and four brave souls answered the call.

They traveled to Kaedin's castle, confronted the wizard, and against all odds, they defeated him. But in the seconds before he died, Kaedin cast a spell to kill them all.

With his death, the grateful citizens of Baele tore down Kaedin's castle. The Gems were banished to the planes and the entrance to the portals was sealed, trapping the beholder within. A new castle was built on top of the remains, the present day Castle Baele.

Meanwhile, the four Heroes were given a champion's burial, and Kaedin's remains were tossed in an unmarked crypt…

One hundred and fifty years later, a group of evil clerics sought to channel the dead wizard's power as their own, but the power they hoped to control quickly killed them all.

Now Kaedin is alive once more, and his castle has reformed, magically suspended in the sky high above Baele. A darkness brews in the winds around it, and Baele's troubled elders recount stories from long ago, when town after town was destroyed, and the Gems' powers terrified them all.

The four Heroes who defeated Kaedin are once again called forth. They are weak and have lost nearly all their former power, but their courage will see them through as they fight to regain all they have lost and become Heroes once again!

THE FIGHTER

Far north of Baele across the Nelsansian Sea, a young fighter lost his father to death in battle on the island of Axion.

He would hear the tale with thanks for years to come: how his father had engaged a fierce nightwalker, and holding it at bay, allowed 34 warriors to escape safely into the night, losing his own life in the effort. The gratitude of the survivors and their families made a great impression upon the boy, and deeply rooted his conviction that evil must be stopped at all costs, even if that cost be life itself.

Taking one of his father's prized swords, he set out for the Kingdom of Baele to train with its renowned Armed Guard, but it would be many years before he arrived. Barely a week away from home, he was asked to join a group of elven adventurers. Knowing their cause to be good and their need for help to be great, he readily agreed to accompany them.

The elves were to be the first in a long line of people seeking his assistance, none of whom he could bear to turn away. Fighting alongside dwarves, halflings, elves, and gnomes, he watched and learned, and driven by a deep devotion, he perfected the art of melee combat and became a disciplined shot with thrown weapons. As the years passed, he became the land's toughest, fastest, and most revered fighter, and some said that his skill with a sword approached magic.

When at last he arrived in Baele, nearly nine years after he left his home, his skill was beyond those that he had hoped to learn from, yet his timing could not have been better. Baele needed heroes to defeat a wizard bent on the Kingdom's destruction. Sword in hand, he stood ready.

Now, raised from the dead over 150 years later, he will be a Hero again.

The Wizard

She had been raised in Baele, the daughter of two good elven wizards. Like her parents, she was trained with her staff but even more adept with her magic, and she readily accompanied those seeking adventure.

Naturally, she had heard of the wizard Kaedin. Any wizard who was any wizard had heard of him. He was a recluse, known to be among the most powerful in the land, and had anyone asked her, she might have even conceded that she once longed to be like him, to wield such powerful magic. But that was before Kaedin showed the darkness of his heart.

Some in her guild declared him mad, others thought him a greedy interloper, but no one expected him to become outright bloodthirsty. In the midst of an otherwise peaceful day, he came down from his castle and destroyed a nearby village, and on its heels, he laid waste to another.

The clerics of Pelor feared for Baele and gathered all the Kingdom's casters before them. Wizards, sorcerers, druids, clerics, bards, and even a few paladins and rangers crowded the market square.

"If your power be equal to that of Kaedin, bring yourself forward." Not a soul moved. They asked again for someone willing to face Kaedin. None stepped forth.

To this day, she cannot explain what happened next. Was it the god Corellon Larethian's hand at her back or her good training? Her small feet stepped forth. Hundreds of casters, her friends and peers, looked on. Although she knew that many could match or even better her skills, apparently not one could match her courage. She had chosen to face a wizard she once revered.

Now, over 150 years passed, in this life, she confidently steps forward again.

The Cleric

As a proficient healer and capable combatant, he was a prized member of many an adventuring party throughout the dwarven lands of Savoneer. A cleric of the god Moradin, his home was at the altar and in battle, delivering his god's will through his magic and mighty warhammer.

It was a simple quest that brought him to Baele more than 150 years ago. The evil Duergars, who had failed to learn their lesson despite the painful and numerous beatings he and his fellow good dwarves gave them, had recently raided an old dwarven woman's cottage and made off with a vase that caught their fancy. The vase, however, contained the ashes of the woman's husband. He chased the Duergars through swamp, muck, and mire all the way to the outskirts of Baele where at last he overpowered the leader and retrieved the vase.

Seeking a bit of celebratory drink, he headed into Baele proper and found an anxious village awaiting its own destruction. Patrons at the *Dragon's Tankard* told him of a wizard named Kaedin who had already turned two villages to ruins. They feared Baele was next.

After doing his best to calm the nerves of those who sought his council, he set down his tankard, and began preparations for battle. He felt certain his arrival here in Baele had been Moradin's will all along, the vase but a ploy. Meeting with the clerics of Baele, he offered his services in the name of Moradin wherever they should see fit to use him.

Over 150 years later, Moradin's will has raised him again.

The Rogue

Orphaned at the age of five, she was left in the care of the Seven Stars Crew, a feared and evil rogue outfit of which her parents had been members. Her future seemed set in stone.

Although the crew was rough around the edges, it nonetheless cared for its own quite well, and many of its senior members took to instructing the young rogue in the finer points of skullduggery. They began to include her on jobs, small ones at first, but gradually the missions increased in complexity and danger. Her small size was invaluable, and she showed an incredible proficiency with a bow as well as blades.

It was while she was on a job with the crew that she had a fateful encounter whose full impact would not be seen for years to come.

The crew had been paid by an evil wizard to liberate two amulets that had been hidden away in separate temples. The job was easy and the pay was incredible. Secretly, the young rogue hoped to work for the generous wizard again.

Ten years later, that mission nearly forgotten, she was away from home when word came that her village had been destroyed, and with it all the family she had ever known. She shivered to hear the name behind such destruction: the wizard Kaedin. It was the same wizard her crew had worked for so many years before.

With this realization came emotions harbored deep within, accompanied by thoughts of what her life had become and the evil that she herself had wrought. When she heard the calling of the clerics of Pelor, she knew she must amend her ways such that evil may never triumph again.

Now more than 150 years later, her conviction is stronger still.

Main Menu

Use the **left thumbstick** or **directional pad** to highlight an option in the Main Menu. Choose New Game, Load Game, or Game Options, then press the **A button** to make your selection.

New Game

Choose New Game from the Main Menu to begin a new *Dungeons & Dragons® Heroes™* adventure.

Hero Selection Screen

The default Hero class is fighter. To cycle through additional Hero classes, or load a saved Hero (see below), move the **left thumbstick** or **directional pad** left/right. Press the **A button** to confirm your selection and continue.

Naming Your Hero

You can keep the default name or create a new name. Move the **left thumbstick** or **directional pad** up/down to change letters and left/right to move to the next/previous space. Press the **X button** to clear all of the letters. When satisfied with your new Hero, press the **A button** to begin the game.

Saved Hero

To start a new game with a saved Hero, move the **left thumbstick** or **directional pad** left/right to highlight the Xbox icon and press the **A button**. Next, move the **left thumbstick** or **directional pad** left/right to highlight the desired saved game and press the **A button**. Then, move the **left thumbstick** or **directional pad** left/right to highlight the desired Hero and then press the **A button** again to load that Hero. At any time, you can press the **B button** to cancel a selection.

2-4 Player Hero Selection

For 2-4 player cooperative play, each player must use a separate Xbox Controller. Press the **START button** to activate a controller, and then repeat the Hero selection process described above.

In cooperative games, parties may contain multiple Heroes of the same class; for example, a party may consist of two fighters and two clerics, or three rogues and a wizard. **Note:** Each controller port is assigned a unique color which enables you to quickly differentiate Heroes during battle.

Adding A Hero During Gameplay

Add a new Hero or a saved Hero to an empty player slot at any time during a game. First, connect a controller to an open controller port, then press the **START button** on that controller. For each additional player, repeat the Hero selection process described on the previous page.

Removing A Hero During Gameplay

You can remove a Hero at any time during a co-op game session. To do so, press the **START button** on the player's controller, highlight Leave Party, and then press the **A button**. Press the **A button** again when prompted to confirm.

Tutorial

DUNGEONS & DRAGONS® Heroes™ has an in-game tutorial that walks you through the basics of gameplay. To play the tutorial, start a new game and select a Hero. After your resurrection in Baele's crypts, follow the onscreen prompts and proceed through the nearby door to enter the *DUNGEONS & DRAGONS® Heroes™* tutorial level.

LOAD GAME

To resume playing a previously saved game, choose Load Game from the Main Menu.

Load Screen

At the Load screen, highlight the saved game, and press the **A button**. Move the **left thumbstick** or **directional pad** left/right to highlight the desired Hero, and then press the **A button** to load that Hero. Press the **B button** to cancel.

GAME OPTIONS

Select Game Options from the Main Menu to access the Game Options Menu. You can also access this menu during a game by pressing the **START button**.

Use the **left thumbstick** or **directional pad** to highlight options, adjust settings and toggle options ON/OFF. As needed, press the **A button** to select an option and display its sub-screen or accept settings changes. Press the **B button** to cancel and return to the previous screen. When satisfied with your choices press the **START button** to save and exit.

Save Game Menu

If you have started a game, the Save Game option appears. Select either an open game slot or an existing saved game slot, then press the **A button** to save. If you choose to overwrite an existing saved game, you will be prompted to confirm the overwrite. Press the **B button** to cancel.

When you save a game, the following information about your game is automatically displayed as part of the saved game name:

- **Game Area** – The area where you left off in the game world.
- **Number of Players** – The number of players involved in that game.
- **Date of Save** – The date that the game was saved.
- **Time of Save** – The time that the game was saved ("A" indicates AM and "P" indicates PM).

Erasing a Saved Game

To erase a saved game, first highlight the saved game slot, then press the **X button**. You will be prompted to confirm that you want to erase. Press the **A button** to confirm. Press the **B button** to cancel.

Load Game Menu

To load a game, highlight the saved game and press the **A button**. Confirm your selection by pressing the **A button** again and your saved game will be loaded. Press the **B button** to cancel.

Controls Screen

Select this option to display the controller configuration. Press the **B button** to exit.

Settings

You can configure the following game settings. The default options appear below in bold type.

Difficulty – Set the overall difficulty level of the game. There are three difficulty levels from which to choose: Easy, **Normal**, and Hard.

Music – Adjust the volume level of menu and in-game music.

Effects – Adjust the volume level of menu and in-game sound effects.

Damage # – Toggle Damage Numbers **ON**/OFF. Damage Numbers are color-coded in the following manner:

> **White Numbers** — Damage to your Hero. Numbers with "+" symbols indicate healing.
>
> **Red Numbers** — Damage to monsters. Numbers with "+" symbols indicate healing.
>
> **Green Numbers** — Poison damage.
>
> **Yellow Numbers** — Critical Hit damage.
>
> **Blue Numbers** — Mystical Will drain. Numbers with "+" symbols indicate Mystical Will replenishment.

Vibration – Toggle Xbox Controller vibration ON/**OFF**.

Subtitles – Toggle subtitles ON/**OFF**. When set to ON, text accompanies character dialog.

Slow Action Menu – Toggle slow motion Action Menu **ON**/OFF. When set to ON, gameplay will slow down while the Action Menu is open.

Co-op Circles – Toggle Co-op Circles **ON**/OFF. When set to ON, a color-coded circle appears under each Hero. **Note:** Co-op Circles only appear during cooperative mode.

Show Questpoints – Toggle Questpoints **ON**/OFF. When set to ON, directional indicators appear on your Automap to help guide you toward your quest objective.

Note: The game supports 480p progressive scan display (720p and 1080i modes currently not supported). See your Xbox instruction manual for details.

CONTROLLING YOUR HERO

Moving Around

To move your Hero around in the game world, move the **left thumbstick** and your Hero will move in the desired direction. To walk, slightly move the **left thumbstick**. To run, move on the **left thumbstick** all the way.

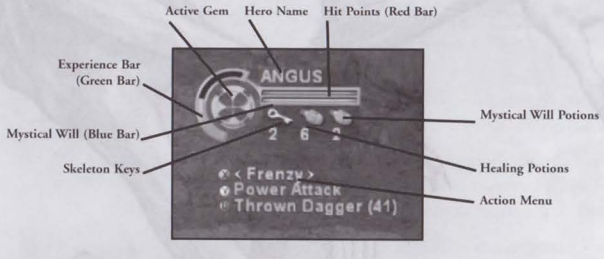
Rotating & Zooming The Camera

To rotate the camera, move the **right thumbstick** left/right. To zoom the camera, move the **right thumbstick** up/down. **Note**: In 2-4 player cooperative mode, the camera dynamically adjusts to keep all Heroes in view. All players can rotate or zoom the camera in cooperative mode.

Automap

You can display the Automap at any time by pressing the **right thumbstick button**. A colored arrow shows your Hero's location. Questpoint indicators (carets) may also appear on the outer edge of the Automap. These indicators point you toward either a quest objective or the level's exit, but not necessarily the best route. Press the **right thumbstick button** again to close the Automap.

Hero HUD



Your Hero's HUD (Heads-Up Display) displays the following status information:

The red bar measures your Hero's hit points, and the blue bar measures Mystical Will.

The number of Skeleton Keys, Healing Potions (red), and Mystical Will potions (blue) are also displayed.

The green Experience Bar tracks the Experience Points your Hero has gained. When it fills up, your Hero has gained a new level.

Action Menu

Below the HUD is the Action Menu (when displayed), which lists your current combat button configuration and Gem selection (if your Hero has learned how to employ the power of the Gems). Use the Action Menu to re-assign moves and items to your combat buttons. Pull and hold the **right trigger** to display the Action Menu (see "Action Menu" on page 19 for details).

Experience Points (XP)

Experience points are earned through adventuring (i.e., defeating monsters and completing quests). When a Hero earns enough XP, he or she levels up and may select new moves and traits or improve existing ones. Your Hero may also improve an ability score every fourth level (see "Level Up screen" on pages 28-29).

Hit Points (HP)

Hit points measure a Hero's overall health, and they regenerate over time. As Heroes gain experience and reach new levels, they automatically gain additional HP and can survive more damage in combat.

Some Hero abilities and traits modify HP. A higher Constitution, for example, helps your Hero gain more HP when he or she gains a level.

Mystical Will (MW)

Mystical Will measures a Hero's overall energy and regenerates over time. MW is expended each time a Hero uses a Power Move. The amount of MW needed for Power Moves varies depending on the power level of the Power Move (i.e., the more powerful the move is, the more MW you need to use it).

Like hit points, some Hero abilities and traits modify MW. For example, the Meditation and Inner Strength traits will help your Hero regenerate MW faster.

COMBAT

Combat Buttons

There are four combat buttons: one for your Hero's Melee Combo, two for Power Moves and another for items.

Melee Combo: A button
The Melee Combo combat button contains a Hero's basic melee attacks. Press this button repeatedly to chain attacks together and complete the Melee Combo chain.

Power Move 1 & Power Move 2: X button & Y button
Most Power Moves execute when their combat button is pressed. Some moves are targeted: press and hold the combat button, move the target icon, and then release the combat button to unleash the spell. **Note:** some wizard spells are constant: press and hold the combat button for a constantly streaming spell.

Item: B button
This combat button holds your inventory of useable items. You can assign most useable items to this combat button, including all thrown weapons (daggers, axes, etc.) as well as any potions or magical items that your Hero can use or lob.

Some useable items are targeted (aimed). These items will automatically target the closest enemy. However, you can also target manually. To target an item manually, press and hold the item combat button to display the targeting cursor. Use the **left thumbstick** or **directional pad** to aim, and then release the item combat button to throw the item.

Finishers
When your Hero acquires and assigns a Finisher move to one of the Power Move buttons, a Finisher Meter will appear on your Hero's HUD. Successful melee hits will cause the Finisher Meter to fill. When any of the Finisher Meter's dots are full, the Finisher move may be executed by pressing its assigned button. The more dots illuminated on the Finisher Meter, the stronger the execution of the Finisher move.

Gems

There are Planar Gems located throughout the game worlds. Once you have collected all five Gems, you can use these powerful totems to greatly enhance the damage dealt by your Hero's Ancestral Weapon.

Ancestral Weapon

Each Hero is equipped with a unique Ancestral Weapon. You begin your adventure with this weapon in hand. **Note:** You cannot sell or drop your Ancestral Weapon.

Soul Shards

One hundred and fifty years ago, the wizard Kaedin cast a curse upon your Hero's Ancestral Weapon; the weapon's powers crystallized and were scattered in the form Soul Shards. Locate these Soul Shards to return your Ancestral Weapon to its former glory. For every five you find, your weapon will regain a portion of its power. There are a total of 20 Soul Shards scattered throughout the game worlds.

Action Menu

During a game, use the Action Menu to change your assigned Power Moves and items on-the-fly.

To display the Action Menu, pull and hold the **right trigger**. While holding the **right trigger**, move the **right thumbstick** or **directional pad** up/down to highlight one of the combat buttons and press left/right to cycle through available choices in each. Once satisfied, release the **right trigger**.

Blocking

To block an attack, pull the **left trigger**. Timing your blocks is essential when fighting higher level creatures. When your Hero blocks, he or she may be vulnerable from behind; a block at normal or higher game difficulty settings only covers 180 degrees in front of your Hero. Also, note that some creatures and some attacks cannot be blocked.

Hero Death

When your Hero's hit points are reduced to zero, your Hero will die. However, all is not lost! If you have a Raise Dead Amulet, you can bring your Hero back to life, without penalty, by pressing the **START button**. If you do not have a Raise Dead Amulet, you may continue from the beginning of the current level or load a saved game. In 2-4 player cooperative play, you may load a saved Hero from a saved game or create a new Hero, provided at least one other Hero is still alive.

ITEMS & PICK-UPS

You will find items throughout the game world. Simply walk over gold and items to pick them up. When you pick up gold, the quantity flashes below your HUD. When you pick up an item, its name flashes below your HUD.

Carrying Capacity

Base Strength, plus any modifiers, determines a Hero's carrying capacity. The stronger the Hero, the more he or she can carry. Some items allow you to magically modify your Hero's Strength allowing him or her to carry more than usual. You can view your Hero's carrying capacity in the Hero Review screen (see page 22).

Melee Weapon

Each Hero equips a melee weapon. Your Hero must be proficient in a weapon type before being able to use it (each Hero starts with at least one weapon proficiency). You can equip a melee weapon in the Hero Review screen.

Armor

Each Hero is capable of wearing several types of armor; each type offers progressively better protection qualities. Heroes must be proficient in an armor type before they can equip it (Heroes begin with proficiency in leather armor). Equip armor in the Hero Review screen.

Gold

Use your gold reserve to buy items from the shopkeepers.

Boxes, Barrels, & Vases

Boxes, barrels, and vases often contain hidden items and gold. Use your combat buttons to break them open. Beware! Some barrels contain poison gas or explosives!

Skeleton Keys
Skeleton keys open locked doors, gates, and treasure chests. Simply walk up to a locked object that you wish to open, and your Hero will use any skeleton keys from his or her inventory. Beware! Some treasure chests are trapped!

Throwing Weapons
There are a wide variety of throwing weapons available in the game. Axes, hammers, daggers and other assorted flying weaponry will aid your Hero in battle. To use a thrown weapon, first assign it to your item combat button, then press that button.

Drinkable Potions
Potions can replenish your Hero's hit points, Mystical Will, or enhance performance. To use a Healing Potion, press the **White button**. To use a Mystical Will Potion, press the **Black button**.

Throwing Potions
Some potions, such as Insect Plague and Fire Flask, are designed to be thrown in combat. Assign thrown potions to your item combat button to use them. All throwing potions are targeted attacks and function like any targeted attack — press and hold the assigned combat button, aim the target cursor, and release the button to throw!

Warp Stones
Warp Stones allow Heroes to channel the powers of Warp Points. When your Hero finds a Warp Point, he or she can use a Warp Stone to instantly transport everyone in the area to a Warp Point near Castle Baele's Shoppe, where the Heroes can buy items from the shopkeeper. When the Heroes are finished in the Shoppe, they simply walk back into the Warp Point and then warp back to the Warp Point where they came from. **Note:** Warp Stones can only be used at Warp Points. Warp Points are found only in specific locations in the game world.

Magic Items
Some magic items, such as Thunderstones or a Rod of Missiles, are useable and may be assigned to your item combat button. Other items, like Tomes or Elixirs, provide permanent upgrades to your Hero.

Rings & Necklaces

Rings and necklaces are hidden throughout the game worlds. Your Hero can also purchase them in the various shoppes. Some increase ability scores, while others offer protection bonuses. You can equip rings and necklaces via the Hero Review screen. **Note:** Your Hero is limited to wearing no more than two rings and one necklace at a time, with no two rings of the same type worn simultaneously.

Raise Dead Amulets

Raise Dead Amulets allow your Hero to rise from the dead after being slain in combat. Upon Hero death, if your Hero has a Raise Dead Amulet, simply press the **START button** before the on-screen countdown is finished to resurrect your Hero.

Levers & Pressure Plates

Levers and pressure plates have varied uses. Some disable traps, others open doors. To activate a lever or pressure plate, simply walk up to it.

Quest Items

During the course of your journey, you'll need to find specific items that allow you to complete quests. These items are known as quest items. When you find a quest item, it is placed into the Quests Items inventory, which is shared by all Heroes. You can view the Quest Items inventory in the Hero Review screen.

HERO REVIEW SCREEN

The Hero Review screen has six sub-screens that enable you to ready combat items, preview and acquire new moves, view Hero abilities and stats, and view quest information and quest items. A three dimensional representation of your Hero appears on the left of the screen, with current or total carrying capacity, current Hero Experience Level, and current or total HP and MW displayed below. The bottom left corner of the screen displays the Hero Queue if playing in cooperative mode.

Press the **BACK button** to display the Hero Review screen. To select one of the available screens, move the **left thumbstick** or **directional pad** left/right. When finished, press the **BACK button** or **B button** to exit.

Queuing-Up Heroes

In a cooperative game, when you attempt to open the Hero Review screen while another player is actively reviewing his or her Hero, your Hero will be placed in the Hero Queue. Once the active player has finished reviewing his or her Hero, the next queued Hero will automatically come up for review.

Equip Screen

The Equip screen enables you to review and outfit your Hero with various melee weapons, armor, rings, and necklaces. Move the **left thumbstick** or **directional pad** left/right to display the Equip screen. Move the **left thumbstick** or **directional pad** up/down to highlight a melee weapon, piece of armor, ring, or a necklace. Press the **A button** to equip or un-equip, or press the **Y button** to drop. During cooperative play, you may give items to other players by pressing the **X button** (see below, "Giving Items in 2-4 Player Cooperative Mode"). **Note:** Certain melee weapons and armor require proficiencies or can only be equipped by a particular Hero class. Melee weapons and armor that your Hero cannot equip will be grayed out.

Items Screen

The Items screen enables you to review, ready, and use your Hero's items. Move the **left thumbstick** or **directional pad** left/right to display the Items screen. Then move the **left thumbstick** or **directional pad** up/down to highlight an item. Press the **A button** to use or ready an item, or press the **Y button** to drop. Press the **X button** to give an item to another player.

Giving Items In 2-4 Player Cooperative Mode

You can give weapons, armor, and items to other players during a cooperative session by highlighting an item and pressing the **X button**. As needed, indicate the quantity by moving the **left thumbstick** or **directional pad** up/down. For 3- or 4-player games, press the **A button** to display the Hero Selector, and then move the **left thumbstick** or **directional pad** left/right to select the recipient. Press the **A button** again to give the item.

Moves Screen

The Moves screen enables you to review your Hero's moves and traits. If you have any Level Up points available, you may also unlock new moves or higher levels of existing moves.

Table 1-1: Traits

TRAIT	DESCRIPTION	HERO CLASS
Disable Device	A talent that allows the Hero to disarm a certain percentage of traps on treasure chests.	rogue
Dragon's Toughness	A state of physical mettle that reduces melee damage done to the Hero.	fighter
Improved Critical	A combat talent that increases the likelihood of a critical hit.	fighter, cleric, and rogue
Inner Strength	A mental trait that allows the Hero to regain MW faster than normal.	fighter and rogue
Meditation	An incredible mental strength that allows the Hero to regain MW much faster than normal.	wizard and cleric
Mind Over Body	A mind-over-matter ability that gives the Hero an AC bonus against all melee attacks.	wizard
Open Lock	A talent that allows the Hero to open a certain percentage of locks without aid of a skeleton key.	rogue
Outer Strength	A physical focus that gives the Hero a strength bonus on all melee attacks.	fighter or rogue
Resist Fire	A trait that gives the Hero a chance to resist fire damage entirely or suffer only a portion of its damage.	all Heroes
Resist Ice	A trait that gives the Hero a chance to resist ice damage entirely or suffer only a portion of its damage.	all Heroes

TRAIT	DESCRIPTION	HERO CLASS
Resist Poison	A trait that gives the Hero a chance to resist poisoning entirely or suffer only a portion of its damage.	all Heroes
Wield Daggers	Daggers proficiency.	rogue
Wield Kris	Kris proficiency.	rogue
Wield Blades	Blades proficiency.	rogue
Wield Lancets	Lancets proficiency.	rogue
Wield Cutlasses	Cutlasses proficiency.	rogue
Wield Long Sword	Long Sword proficiency.	fighter
Wield Scimitar	Scimitar proficiency.	fighter
Wield Bastard Sword	Bastard Sword proficiency.	fighter
Wield Great Sword	Great Sword proficiency.	fighter
Wield Claymore Sword	Claymore proficiency.	fighter
Wield Quarterstaff	Quarterstaff proficiency.	wizard
Wield Staff	Staff proficiency.	wizard
Wield Longspear	Longspear proficiency.	wizard
Wield Trident	Trident proficiency.	wizard
Wield Halberd	Halberd proficiency.	wizard
Wield Cudgel	Cudgel proficiency.	cleric
Wield War Hammer	War Hammer proficiency.	cleric
Wield Heavy Mace	Heavy Mace proficiency.	cleric
Wield War Axe	War Axe proficiency.	cleric
Wield Great Axe	Great Axe proficiency.	cleric
Wear Leather Armor	Enables the Hero to carry out his or her actions while wearing armor made of Leather.	all Heroes
Wear Scale Armor	Enables the Hero to carry out his or her actions while wearing armor made of Scale.	all Heroes
Wear Chain Armor	Enables the Hero to carry out his or her actions while wearing armor made of Chain Mail.	all Heroes
Wear Splint Armor	Enables the Hero to carry out his or her actions while wearing armor made of Splint Mail.	all Heroes
Wear Plate Armor	Enables the Hero to carry out his or her actions while wearing armor made of Plate.	all Heroes

Stats Screen (Abilities)

The Stats screen allows you to review your Hero's current abilities. Move the **left thumbstick** or **directional pad** up/down to highlight and view information on a specific ability.

- **Strength (STR)** – Strength affects your Hero's melee and thrown weapon damage. The higher the Strength, the more damage your Hero will cause, and also the more weight your Hero can carry. For fighters, Strength also affects the amount of damage that their Power Moves inflict.
- **Dexterity (DEX)** – Dexterity affects your Hero's Armor Class (AC) and is a measure of how much damage your Hero will sustain from a hit.
- **Constitution (CON)** – Constitution affects the amount of bonus Hit Points a Hero gains during level up. The higher the Constitution, the higher the HP bonus.
- **Intelligence (INT)** – Intelligence affects Mystical Will point gain. The higher the Intelligence, the more Mystical Will your Hero will earn when he or she levels up. Intelligence also affects the strength of the wizard's spells.
- **Wisdom (WIS)** – Wisdom affects your Hero's Mystical Will recharge rate. The higher the Wisdom, the faster the recharge rate. For clerics, Wisdom also affects spell strength.
- **Charisma (CHA)** – Charisma affects your Hero's Level Up Point gain on level up. The higher the Charisma, the more Level Up Points your Hero will receive when he or she gains a level (for more about Level Up Points, see "Level Up screen" on pages 28-29). Also, Charisma affects the price and value of items.

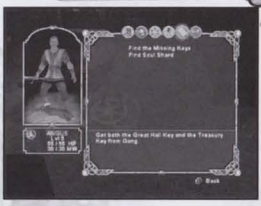
Table 1-2: Abilities

ABILITY	DESCRIPTION	HERO CLASS
Strength	Affects melee and thrown weapon damage and carrying capacity.	cleric, rogue, & wizard
	Affects melee, power move and thrown weapon damage and carrying capacity.	fighter
Dexterity	Affects AC.	cleric, fighter, & wizard
	Affects AC and increases arrow damage.	rogue
Constitution	Affects HP gain.	all Heroes
Intelligence	Affects MW gain.	rogue, fighter, & cleric
	Affects MW gain and spell strength.	wizard
Wisdom	Affects MW recharge rate.	rogue, fighter, & wizard
	Affects MW recharge rate and spell strength.	cleric
Charisma	Affects Level Up Point gain and improves the price and value of items.	all Heroes

Table 1-3: Secondary Stats

STATS	DESCRIPTION	USED BY
Next Level	XP needed to gain next level.	all Heroes
Total XP	Total XP earned.	all Heroes
AC	Reduces damage done to your Hero.	all Heroes
Damage	Current melee damage range.	all Heroes
Kills	Total number of monsters killed.	all Heroes
Best Hit	Displays your Hero's single best melee hit.	all Heroes
Gold	Your Hero's gold	all Heroes

Quest Screen



The Quest screen contains information about your Hero's active and completed quests. Move the **left thumbstick** or **directional pad** left/right to display the Quest screen. For detailed information on a particular quest, move the **left thumbstick** or **directional pad** up/down to highlight that quest.

Quest Items Screen

The Quest Items screen displays the quest items your Hero has acquired. It also tracks your Hero's Soul Shards quantity. Move the **left thumbstick** or **directional pad** left/right to display the Quest Items screen. Move the **left thumbstick** or **directional pad** up/down to select and view detailed information about a particular quest item.

Level Up Screen

Each time the Experience Bar on the HUD fills up, your Hero can level up. When your Hero levels up, several things happen:

- You gain HP
- You gain MW
- You gain Level Up points that you can spend to unlock or improve moves, traits, and proficiencies
- Every four levels, you can increase an ability score by one

With your Experience Bar full, press the **BACK button** and the Level Up screen will appear automatically. You can also display the Level Up screen manually by pressing the **BACK button**, and then moving the **left thumbstick** or **directional pad** left/right until the Level Up screen appears.

Level Up Points

During the course of the game, you will earn Level Up Points that you can use to unlock or enhance Power Moves, traits, and proficiencies. Your Hero's current total of expendable Level Up Points appears in the upper right of the screen. Power Moves, traits, and proficiencies appear below, along with an associated cost, in Level Up Points, for each one. The Power Moves, traits, and proficiencies that you can't afford are grayed-out.

To unlock or improve a Power Move, Trait, or proficiency, highlight it, and then press the **A button.** Most Power Moves, traits, and proficiencies have multiple levels: the blue circle fills up for each level that you unlock. **Note:** It is not necessary to spend your entire pool of Level Up Points each time you level up; you can save and spend them at a later time.

Acquiring or Improving Power Moves
When Level Up Points are earned, you will have the opportunity to upgrade existing Power Moves or add new ones. Once you've acquired a new move, or upgraded an existing one, assign it to a power move combat button.

Acquiring or Improving Traits
Traits enhance your Hero's combat capabilities. Once earned, traits are always active. Unlike moves, you don't need to assign a trait to a combat button.

Acquiring or Improving Proficiencies
Proficiencies allow your Hero to wield certain weapons or wear certain types of armor. Higher levels of proficiencies increase your Hero's performance. Unlike moves, you don't need to assign a proficiency to a combat button.

Table 2-1: Fighter Moves

MOVES*	TYPE	DESCRIPTION
Melee Combo	COMBO	A slashing combo of left and right weapon swings.
Avid Pursuit	INSTANT	Temporarily increases the fighter's movement speed.
Eye For An Eye	INSTANT	Reflects a percentage of the damage done to the fighter back to his enemy.
Frenzy	INSTANT	A mystical aura that temporarily increases the fighter's melee damage.
Power Attack	INSTANT	A 180-degree power weapon swing that may reach outside its bounds.
Reverse Stab Finisher	FINISHER	A devastating reverse stab that does extra damage.
Shock Finisher	FINISHER	A bolt of electrical energy that shoots forward, shocking creatures.
Stunning Fist	INSTANT	An earth-rumbling move that creates a 360-degree blast of flames.
Sure Strike	INSTANT	A mystical aura that makes the fighter's melee attacks temporarily unblockable.
War Cry	INSTANT	A primal roar that temporarily stuns all nearby enemies.
Weapon's Fury	INSTANT	Temporarily increases the fighter's attack speed.
Whirlwind Finisher	FINISHER	A whirlwind of steel that leaves nearby creatures stunned.

* *Most fighter moves have up to four increasingly devastating levels of power.*

Table 2-2: Wizard Moves

MOVES*	TYPE	DESCRIPTION
Melee Combo	COMBO	A combo chain of melee thrusts.
Burning Hands	CONSTANT	A sheet of flames that roars forward from the wizard's outstretched hand.
Circle of Cold	INSTANT	A circle of cold that forms around the wizard and temporarily freezes a percentage of monsters in its grasp.
Cloudkill	INSTANT	A poisonous and acidic cloud that surrounds enemies.
Fireball	INSTANT	A bead of fire that shoots out and rages into a fireball.
Globe of Invulnerability	INSTANT	A personal sphere that absorbs a percentage of damage and protects its occupant.
Gust of Wind	CONSTANT	A rush of wind that alters air around creatures, causing them to slow down temporarily.
Icy Sphere	INSTANT	A rolling ball of icy particles that harms all creatures in its path.
Jumpkick Finisher	FINISHER	A forward kick followed by a weapon sweep that does extra damage to enemies.
Magic Missile	INSTANT	A blast of magical energy that homes in on enemies.
Meteor Swarm	INSTANT	An explosive celestial shower that calls down savage skies upon enemies.
Sleep	INSTANT	A magical energy that puts living creatures into a deep sleep.
Staff Spin Finisher	FINISHER	A spinning maneuver that delivers extra damage to enemies.
Vampiric Drain	INSTANT	A deadly connection that does damage to an enemy and drains a percentage of that damage back to heal the wizard.

** Most wizard moves have up to four increasingly devastating levels of power.*

Table 2-3: Cleric Moves

MOVES*	TYPE	DESCRIPTION
Melee Combo	COMBO	A powerful combo chain.
Bane	INSTANT	A channeling that fills enemies with fear and doubt, causing them to take more damage from your attacks and deliver less with theirs.
Bull Rush	INSTANT	A full strength, forward charge that slams into enemies.
Circle Finisher	FINISHER	A 360-degree spinning move which smashes all creatures close to the cleric.
Earthquake	INSTANT	A swing that sends out a damaging, 360-degree shockwave toward enemies.
Fireline Finisher	FINISHER	A wall of fire that raises from the ground before the cleric's weapon.
Flame Strike	INSTANT	A column of divine fire that rains down upon enemies.
Glyph of Warding	INSTANT	A temporary, magical, fiery shield that circles the cleric, damaging enemies who come into contact with the shield.
Heal	INSTANT	A gentle healing that restores some HP.
Heavy Finisher	FINISHER	An incredibly powerful weapon smash that delivers extra damage.
Hold Monster	INSTANT	A targeted, magical enchantment that freezes the subject in place, leaving it helpless.
Holy Aura	INSTANT	A divine blessing that provides a temporary AC boost for the cleric and his allies.
Sticks to Snakes	INSTANT	A magical turning of sticks to snakes that home in on a target.
Storm of Vengeance	INSTANT	A savage storm cloud that forms over enemy heads and brings down the wrath of the heavens upon them.
Turn Undead	INSTANT	A supernatural ability that causes all visible undead to recoil from the channeled power of the divine.

** Most cleric moves have up to four increasingly devastating levels of power.*

Table 2-4: Rogue Moves

MOVES*	TYPE	DESCRIPTION
Melee Combo	COMBO	A bloody melee combo chain of weapon strikes.
Arrow Strike	INSTANT	A precise, targeted shot.
Bomb Finisher	FINISHER	A quick bomb drop followed by a back flip out of harm's way.
Exploding Arrow	INSTANT	A shot that explodes upon impact.
Flip Kick Finisher	FINISHER	A flip kick that delivers extra damage and attempts to freeze opponents.
Hide & Move Silently	INSTANT	A stealthy maneuver that temporarily provides the rogue cover and multiplies the damage done.
Ice Arrow	INSTANT	A more damaging arrow that may temporarily freeze an enemy.
Multi-Shot	INSTANT	An array of arrows that shoots toward enemies.
Poison Arrow	INSTANT	A more damaging shot that also poisons creatures.
Set Traps	INSTANT	A trap that is set upon the ground, blasting unsuspecting enemies.
Sleep Arrow	INSTANT	A shot that barely pierces the enemy; but puts it into a deep, temporary sleep.
Sloth Arrow	INSTANT	A shot that barely pierces the enemy, but slows its speed temporarily.
Sweep Kick Finisher	FINISHER	A sweeping kick that attempts to poison the enemy.
Vampire Arrow	INSTANT	A homing arrow that steals lifeblood from its target, healing the rogue.
Volley of Arrows	INSTANT	A cascade of arrows that rains down upon enemies and explodes.

**Most rogue moves have up to four increasingly devastating levels of power.*

Castle Baele Shoppe

When you reach Castle Baele, you'll have the opportunity to visit the Castle Baele Shoppe. Here you can stock up on magic items, potions, weapons, and armor, or sell off excess inventory for gold. To buy or sell items, simply walk up to the counter and stand on the marker.

Other Shoppes

You may also come across other shopkeepers who will offer items for sale, or buy excess items from you. To buy or sell items, simply walk up to a shopkeeper and stand on the marker.

Shoppe Screen

The Shoppe screen consists of three windows: one for armor, one for melee weapons, and one for items. Move the **left thumbstick** or **directional pad** left/right to display each window. The left side of the screen shows the shopkeeper, current/total carrying capacity, and gold. The bottom left corner of the screen displays the Hero Queue. **Note:** A Shoppe's wares change over time, so be sure to visit often!

Using Shoppes In 2-4 Player Cooperative Mode

In cooperative play, Heroes queue up when using the Shoppe screen. To join the Queue, press the **BACK button**.

Armor Window

The cost and weight of the armor for sale appear in this window. Armor appears in ascending order according to type and cost. Additional details and AC values are displayed in the description box at the bottom of the screen as different armors are highlighted.

Melee Weapon Window

The cost and weight of all weapons for sale appear in this window. Weapons appear in ascending order according to type and cost. Additional details and damage values are displayed in the description box at the bottom of the screen as different melee weapons are highlighted. **Note:** The displayed damage value takes all current Hero bonuses into account.

Item Window

The cost and weight of all items appear in this window. Items appear in ascending order according to type and cost. Additional details about the items are displayed in the description box at the bottom of the screen as different items are highlighted.

Buying Items

To buy an item, move the **left thumbstick** or **directional pad** up/down to select it, and then press the **A button**. Provided you have enough gold, a confirmation box will appear. As needed, move the **left thumbstick** or **directional pad** up/down to adjust quantity. Press the **A button** again to confirm and buy, or press the **B button** to cancel.

Selling Items

While in the Shoppe screen, press the **Y button** to toggle between buy mode and sell mode. To sell a piece of armor, a weapon, or an item, move the **left thumbstick** or **directional pad** up/down to select it, and then press **A button** to display the confirmation box. As needed, move the **left thumbstick** or **directional pad** up/down to adjust quantity. Press the **A button** again to confirm and make the sale, or press the **B button** to cancel.

NPCs (Non-Player Characters)

You'll meet several people who will help by providing missions that lead to your ultimate quest to defeat Kaedin. Rik the Shopkeeper and Vasak the Caretaker are two such people. Help them out, and they'll help you. To interact with NPCs, just walk up to them.

THE MONSTERS

You'll also meet many fearsome creatures during your quest to free Castle Baele from its evil grip of terror. Learn their different strengths and vulnerabilities (or invulnerabilities!) and use them to your advantage. Good luck and good hunting!

HOBGOBLINS

Hobgoblins are aggressive, burly humanoids that wage a perpetual war against all other races. Militaristic by nature, hobgoblins are excellent melee combatants. Hobgoblin shock troops are typically reinforced with archers and shamans who are known to wield crude yet dangerous elemental magic.

GIANT SPIDERS

Denizens of caves and dark hallways, giant spiders feed off the blood of the living. Some are known for their painful bites while others have developed a vicious and quick-acting poison. Some spiders even trap wary adventurers in shot-spun webs.

SKELETONS

Skeletons are the animated bones of the dead that mindlessly obey the orders of their evil masters. The powers of these undead vary, depending on what they were in their former lives. Skeletons range from basic melee combatants to powerful spellcasters who now channel their master's magic. They are vulnerable to holy water and the cleric's Turn Undead ability, but since skeletons have neither mind nor flesh, they are immune to poison and mental spells.

BULETTES

Bulettes are huge, voracious predators that attack anything they believe is edible. Covered in thick, hard scales from head to toe, their armored plating makes them nearly invulnerable. Bulettes are solitary creatures that tend to live in bone-strewn lairs near human or halfling settlements where they can find easy access to prey.

TROLLS

Strong and powerful creatures, trolls generally travel in groups and have no fear of death. Their overwhelming strength and razor sharp claws can rend a body limb from limb. Their ability to regenerate makes them tough to defeat, but they are especially vulnerable to fire and acid.

DROW

Drow, or "Dark Elves," are an evil race of subterranean dwellers whose bodies cannot stand direct sunlight. Their society is matriarchal and the males are often used as grunts in their armies, while the ruling females are known to be gifted yet undeniably sinister spellcasters.

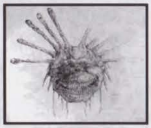
MIND FLAYERS

Virtually all creatures fear the horrifying mind flayers. Evil to the core, they delight in using psionics to toy with and to harm their victims. Their psionic powers also protect them from all forms of mental attack such as fear and stunning. Mind flayers are solitary creatures and prefer to fight from a distance. They have, however, been known to summon other creatures to fight with them.

DESTRACHANS

Destrachans are blind, but their lack of vision does not impair their ability to seek out and kill their prey. They hunt by sound, using their hearing and sonic powers to locate, corner and ultimately devour their foes.

BEHOLDERS



Nightmares do not compare to the true terror of a Beholder. Feared throughout all lands, beholders have powerful magical abilities that create pain and cause disruption for those caught in their gaze. They are fortunately solitary aberrations, as few survive to tell the tale of a beholder encounter.

YUAN-TI

Secretive and evil creatures, the yuan-ti are a highly intelligent and aggressive race of reptilian warriors and sorcerers. Varying breeds of yuan-ti range from the humanoid Purebloods to the bestial Abominations, some of which are venomous. Their reptilian blood also allows them to resist the effects of poison entirely. They are devout worshippers of Merrshaulk, a chaotic evil god sometimes referred to as "The Serpent Lord," and can be fanatical about their religious beliefs.

YRTHAKS

Yrthaks are huge, magical and blind beasts that hunt their prey by sound and movement. They prefer to attack from the air, sweeping the ground with their attacks, and are known to have sonic abilities. Often building their nests in remote locations, Yrthaks are typically solitary creatures.

CLOCKWORK WORKERS

Clockwork workers are magically animated mechanical creations often used by high-level spellcasters to perform menial tasks on a large scale. They are efficient and self-powered once created, and can be quite harmless unless their work is disturbed. Since they have no mind and a mechanical body, they are immune to poison and to all forms of mental attack.

CLOCKWORK SOLDIERS

Like the clockwork workers, clockwork soldiers are magical automatons that exist solely to carry out their master's bidding. Clockwork soldiers are designed to watch over the clockwork workers and ensure their work carries on undisturbed. They are resistant to mental attacks and poison, and are surprisingly fast for their size. They are heavily armored and equipped for combat.

IRON GOLEMS

Unbelievably gargantuan constructs, iron golems are fearsome foes. Their tremendous forearms can shatter even the steeliest confidence and their poison breath can cripple the strongest lungs. Electrical and poisonous attacks are futile against these magical creations, although ice-based attacks are said to be effective.

FIRE GIANTS

Both brutal and sizeable combatants, fire giants live in militaristic groups and seldom fight alone. When only one is seen, others are likely nearby. They delight in both melee and ranged combat and are resistant to all forms of fire damage. They are, however, vulnerable to ice-based attacks.

MAGMA GOLEMS

Composed of pure molten rock, magma golems inhabit hot, fiery locales. The pure nature of their magma makes them lethal combatants. They are completely resistant to all fire damage, but are vulnerable to ice-based attacks.

RED DRAGONS

Red dragons are known throughout the worlds for their evil nature and insatiable desire for treasure. They are intelligent, confident, and fearless. Fire is their tried-and-true friend, and those who survive a red dragon's fire often die a far less-merciful death.

OSYLUTHS

Dexterous and dangerous, quick-moving osyluths are demons and are sometimes referred to as "bone devils." Attached to their sickly, skeletal frames are long tails whose ends can pierce the toughest armor to deliver an unholy poison sting. They are naturally resistant to poison and to all forms of mental attack. Osyluths hate all creatures and attack most anything that moves, employing their dark magic at will. Both holy water and the cleric's ability to Turn Undead have saved many an adventurer from these creatures.

BONE NAGAS

Bone nagas are animated skeletal remains. Their long, slithering bodies move effortlessly and quickly, and they are regularly used as guardians in the temples of the undead. A bone naga's strike can deliver a debilitating and painful poison, while its hypnotic gaze can stop the strongest foe in its tracks. Like other undead creatures, bone nagas are resistant to poison and to all forms of mental attack, but are susceptible to holy water and to the cleric's ability to Turn Undead.

BLOOD GOLEMS

A mottled and coagulated mess, blood golems are magically controlled by their creators and are built from the blood and body parts of their creators' victims. Blood golems serve as both sentries and protectors, and as warnings to intruders. Since they are constructs, blood golems are immune to mental attacks and poison, and although their creators may be undead, they themselves are not affected by holy water or by Turn Undead spells.

LICHES

Liches are extraordinarily powerful undead spellcasters who have been able to extend their lives beyond the grave. With a wide variety of spells at their disposal, they are often as brilliant as they are insane, and relish the chance to slay a living opponent. Although they are undead beings, their magic is often so powerful that standard undead vulnerabilities cannot be exploited.

ICE BARBARIANS

Ice barbarians are wild and reckless warriors known for raiding mountain villages and mercilessly slaughtering anyone traveling in their territory. The harshness of their environment has toughened their hides and honed their senses, making them resistant to ice and cold. They are, however, weak in the face of fire. Ice barbarians are said to fight with the strength of several men, and they frequently attack in small groups to overwhelm their opponents by brute force.

ICE GOLEMS

Constructed on the subzero planes, ice golems are threatening creatures whose attacks can render their enemies frozen in place. They are massive creations with amazing strength and are able to cause devastating damage with a single blow. Despite their size, they can blend into their surroundings and are able to take their enemies by surprise. Ice golems are especially vulnerable to fire attacks but invulnerable to ice damage.

FROST GIANTS

Frost giants are enormous humanoids that make their home in frozen lands. They are destructive raiders and are often at war with marauding ice barbarians. They are adept warriors but also possess the magical powers of the icy realm they inhabit. The effects of ice-type spells are lost upon them, although fire can be potent against them.

FROST WORMS

Frost worms are the fabric of legends. Rarely seen – or seen often, but rarely survived – frost worms tower over their victims and attempt to devour them with their huge mandibles. Their trills can stop a man in his tracks and their blasts of cold breath can break flesh from bone. The hatchlings of frost worms are often spotted throughout frozen lands, unlike their larger kin. Both large and small frost worms are invulnerable to ice attacks, but especially vulnerable to fire.

RAGE GOLEMS

Magically constructed from the rage of their creators, rage golems are unholy creations of evil. These nightmarish figures possess thrashing tendrils and snapping claws, and limited magical abilities that serve to enhance the terror they instill in their victims. Being constructs, they are resistant to poison and all forms of mental attack.

BEBILITHS

Bebiliths are giant, predatory demon spiders that attack anything foolish enough to approach their lairs. Although their bites are ferocious, their webs and magical attacks are cause for greater concern. Bebiliths are immune to poison and are rarely encountered unprotected. Since they are demons, holy water and the cleric's Turn Undead ability can prove quite useful in an encounter with a bebelith.

GARGOYLES

Gargoyles are magical, flying beasts that make excellent guardians, since they take great delight in the destruction of other beings. They have been known to imitate statues and will wait motionless and without a sound for prey to arrive, swooping in to catch them off guard. Their swiftness and stone-like skin makes a gargoyle a challenge when encountered alone, yet they rarely are.

CREDITS

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Constantine Hantzopoulos
Senior Producer

Peter Matiss
Marketing Director

Bill Levay
Executive Producer

Paul Hellier
Director of Technology

Scott Walker
V.P. of Product Development

Steve Martin
Director of Creative Services

Elizabeth Mackney
Director of Editorial & Documentation Services

Charles Rizzo
Art Director

Morgan Tomaiolo
Graphic Designer

Ross Edmond
Documentation Specialist

Paul Collin
Copywriter

Michael Gilmartin
Director of Publishing Support

Michael Craighead
Director of Quality Assurance, North America

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Chuck Nunez
Jeff Loney
Donny Clay
Q.A. Testing Supervisors

Donald "the Don" Gorday
Lead Tester

Kenny Yan and Sarah Cherlin
Assistant Lead Testers

Rich Higbee
Dan Burkhead
Lupe DeLeon
Peter Sodbinow
Howell Selburn
Mike O'Shea
Chris Salings
Tom Andrade
Stefan Nelson
Joshua Vincent
Helen Hinchcliffe
Jason Anderson
Mark Brand
Paco Youngel
Marco Mah
Mark Alibayan
Justin Walsh
Kurt Tindle
John Seefurth
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Patricia-Jean Cody
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Jeff Kelm
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Jacob Abecrombie
Marshall Clevesy
Joe Edwards
Joe Acedillo
Mike Shamsid-Deen
Kenny Robinson
Ken Moodie
Milton Laureano
Mike Griffin
Mike Schurr
Pepe Jauregui
Barry Kearns
Testers

Special Thanks
Katharine Daugherty
Jennifer Gudaitis
Debbie Finkst
Stacy Finkel
Jenny Bendel
Matt Sughrue
Jeff Foley
Kurt Carlson
Tara Blanco
Eric Harshman
Andy Mazurek
Ken and Meredith Levine
John Smith
Steve Webster
Patti Roakes
Joseph Faulstick
Tim Higgins

Hunt Valley Development Studio

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Heroes™ Team

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Studio Head

Martin DeRiso
Lead Producer

Alessandro DeLucia
Brad Hoppenstein
Jeff Smith
Production Staff

Brenda Brathwaite
Lead Designer

Brad Hoppenstein
Martin DeRiso
Will Gee
Chris Esko
Erik Ehoff
Scott Elson
Mick Uhl
Design Staff

Will Gee
Lead Programmer

Scott Elson
Tom Whittaker
Nathan Mefford
Chris Esko
J. H. Dinolt
Sushama Prasad
Joey R. Romano
Scott Spanburg
Jim Thomas
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David Thompson
Lead Artist

Erik Ehoff
Nathan Wright
David Austin
Brian Weber
Todd Bilger
Mark Jarman
Matt Bell
Jim Crawley
Jesse Brophy
Murray Taylor
Justin Francis Thomas
Joe Morel
Barbara Bents Miller
Susan Clausen Paquin
Frank Frazier
Tiffanny Tan
Chun Lu
Art Staff

J.P. Lavoie
Art Intern

Dragonlight Productions, Inc.
NPC & Boss Movies

Gary Spinrad
Sound & Music

Chris Broyles
Tony Calabrese
Robert Erlandson
Dawn Evans
Anne Flosnik
Sarah Gosnell
Christopher Graybill

Jan Johns
Bob Jump
Nina Spinrad
Kristen Udowitz
Voice Talent

3 Seas Inc. DBA Clean Cuts Music
Speakeasy Productions
Voice Talent Casting & Recording

Special Thanks
Don Howard
Gayle Keidel
Pat Snodgrass
Tom Zahorik
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Ed Stark & WOTC
Anne-Cecile, Marlous & Jocelyn
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Clarke Nelson
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